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Newsletter of the Combined Atari User Groups

The President's Printout



It's hard to believe that summer is over already and everyone is back to the regular routines of work and school. I must say that I was pleased by the generally good turnouts at our summer meetings. We had between 50 and 60 at our July and August meetings which is really not much below our regular average of 80 to 100. I hope part of the reason was the quality of our programming. Again I want to thank those members who participated in the demos, especially Mike Zachary, John Draftz, John Krysa, Penny Martin, Hueston Wilson and Roger Downey. I apologize to those who brought games to demo at the last meeting but for lack of time were unable to present them.

Our September meeting will not be held at our regular meeting place. The club will be participating at the Computer Fair at Thomas Mall on Friday, Sept 11th and Saturday, Sept 12th. **THERE WILL BE NO REGULAR NWPAC MEETING ON SEPT 12.** We encourage all of our members to attend the fair and support your club by volunteering some time to man our booths. Contact Joe Krysa at 582-9540 if you can assist on either day (especially Friday). By the way, a special thanks to both Joe Krysa and Penny Martin for coordinating NWPAC's involvement in the Computer Faire. They have spent a lot of time and the club is certainly appreciative of their effort.

Effective this month, prices have been raised on both our Public Domain ST and 8-bit Library disks. I know no one likes to see prices raised but I would like to explain the reasoning behind the

Board's decision. First, our library disks have always been significantly underpriced compared to other Atari clubs. Our past philosophy has been to offer our disks to club members "at cost". Well, our costs have gone up, and we have found that the club has been suffering to a certain extent because of lack of funds... funds other clubs have built up due to profits from their disk libraries. In order to provide more services to club members, and take some of the financial pressure off of club volunteers (some of whom have been using their own equipment for disk copying only to see that equipment "burn out" from extended use), the NWPAC Board voted to raise prices of the two disk libraries to levels comparable with other clubs. Effective September 1st, The 8-bit library disks will be \$3.00 per disk for members, \$5.00 for non-members. For every three disks purchased, a fourth will be given free. In other words, buy 3, get 1 free!

For the ST disk library, (which has been losing money from the start), prices on library disks are now \$5.00 per disk for members (\$10.00 for non-members). You can also buy 3, get 1 free! I know there will be some resistance from members to these prices but please understand that we are not trying to "gouge" you, but rather to raise money to provide the membership with greater and better services. And I think you'll admit that even at these higher prices, the Public Domain Library disks still represent a real bargain for the user. And with the increased revenues we can expand the disk and magazine libraries for everyone's benefit.

One final note: Our ST Special Interest Group STACK will resume its Monday evening meetings on September 14th with demo's of the new DBASIC and PC_DITTO, the latest IBM emulator. Meeting time is 7pm and the location is Faith United Methodist Church as usual.

nwpac

N.W. Phoenix Atari Connection

An Independent Users Group

sevilc

SOUTH EAST VALLEY ATARI CONNECTION

NYBBLES & BYTES

This newsletter is written and published monthly by the North West Phoenix Atari Connection (NWPAC) and the SouthEast Valley Atari Connection (SEVAC).

Both groups are non-profit organizations devoted to the exchange of information concerning all Atari computers. Neither NWPAC or SEVAC are affiliated with Atari Inc.

NYBBLES & BYTES welcomes contributions of articles, reviews, and other material related to Atari computer products. See instructions below.

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CLUB BBS

P.A.U.G.S. (Phoenix Atari User Groups)

NWPAC and SEVAC provide a BBS system for its members at 242-4259. The system is operated 24 hours a day, 7 days a week. BBS usage is restricted to club members or on an exchange basis with other user groups. For additional information, call either Bill Smith at 934-9935.



New BBS for uploading articles

The newsletter editor now has a BBS dedicated solely to the uploading of articles, classified ads, reviews, pictures, etc. for use in NYBBLES & BYTES.

This will greatly relieve the problems of uploading newsletter items in the past. The BBS is operated only on Friday and Saturday nights from 10 pm to 7 am the following morning. The number is 265-7849.

All text should be in ASCII format. 1st word is suggested for the ST's with the WP mode off. Atari Writer is suggested for the 8-bits.

Pictures, illustrations, etc. can be in either 8 Bit or ST format. However, keep in mind, that since this newsletter is in black & white, certain color pictures will lose clarity in translation. High resolution DEGAS or Graphics 8 pictures will work the best.

Deadline for copy to be included in the following month's issue is the 15th day of each month.



ADVERTISING RATES

Classified ads of a non-commercial nature are free to all current members.

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NORTHWEST PHOENIX ATARI CONNECTION

XM301 MODEM WARNING

(Reprinted from the newsletter of the Atari Federation)

If you own an Atari XM301 modem, you may own an electronic "time bomb". After a rash of hardware failures last month, which included smoking a disk drive and two printer interfaces, I found the problem to be my XM301. The modem worked fine, but was killing off my system piece by piece.

The reason has to do with the 13 wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The other four wires have about 1/8 inch of bare wire showing, and are just hanging around, un-terminated, waiting to touch something they shouldn't. I have checked other XM301 modems and this condition existed in them too.

Here is what to do IMMEDIATELY. With the power OFF, remove the two screws from the back of the modem and lift off the plastic case. Inspect the wires where they enter the case. You will find four of the wires are not connected to anything. If these four wires show any bare metal, cut it off.

Be careful not to let the cut off pieces fall into the modem board.

Next, tape each wire individually, so that it cannot possibly touch any other wires

or part of the modem. Put the modem back in its case, replace the screws and you are done.

I've written to Atari regarding this problem, but have not received a reply as of yet.

XM301 Modem Modification

By Robert Johnstone
Reprinted from L.A.C.E. BBS Report

If you have recently added an XM301 Atari modem to your 8 bit system and discovered that you now have time to eat dinner while your favorite piece of software is loading, the problem may be the modem. I bought a XM301 just after they came out in 1985 and it worked great. I heard of problems Atari had had with them but they were all fixed before they were released.

The problem started when a fellow Atarian friend of mine asked to pick up an XM301 for him on one of my trips to the bay area. When we got it home, we found that using it caused his 1050 to take so much time booting that it actually sopped 4 or 5 times while trying to load a disk. Back to the store that we got it at to announce that this modem had a problem. Before we left the store, we asked the owner if we could try the replacement to make sure that it worked. We tried five more from his stock on his new

XE130/1050 with the same results. No modem today.

It was about two months later that he got another modem hoping that the problem had been solved, but it hadn't.

Now's where the plot thickens. I said, let me take that thing home and see what makes it tick.

After I got it home, I opened the cover (oops, there goes the warranty) and just as I figured, I couldn't see anything wrong. What to do now, I thought. I'll open my own XM301 and surely see some difference that might cause the problem. With the two modem circuit boards sitting side by side in front of me, I couldn't see any problem. Then I turned them over and there it was. Atari had modified his sick modem for the better (pronounced "worst"). The sick modem had a resistor on the bottom of the board and also cut a trace. The good one didn't. This is getting easy. I figured all I had to do was undo Atari's modification and things would get better. I removed the resistor and fixed the trace with a 1/2" long piece of 30 gauge wire. A second look at the top side of my modem revealed a resistor between the circuit board and the daisy chain wire. His didn't have this. A look at the color rings on my modem showed the resistor to be 470 ohms. No problem. I unsoldered the wire on terminal #3 (closest to the center of the board) and

soldered the new 470 resistor to the board with the resistor standing straight up. Then I soldered the wire to the top of the resistor. Clip off the excess and try it out. Wow, it works. I fixed it. The only question now is WHY? This is what I had to do to get this modem working. If what I have said is clear to you and you understand the care that must go into handling an electronic circuit board, then go for it. If not, have someone help you that has the knowledge required. I can't be responsible for a repair job gone sour.

850 INTERFACE MODULE PREVENTIVE MAINTENANCE

by BUZZ KELLY, M.A.C.C.
Reprinted from M.A.C.C., Nov. 86

The Atari 850 Interface Module's complexity is fairly easy to grasp once one has a brief understanding of what to expect from the little guy. I won't go into detail of repairs to the 850 beyond preliminary diagnostics.

First and foremost: If you do not have the foggiest idea as to what is inside the 850 or any electronic device, do NOT open it. If you do open the 850, be sure to exercise caution in handling the 850, as the 850, like all electronic devices, it very sensitive to static electricity (which is generated by thee and me in quantities to damage just about any electronic component.) Handle

the PCB (Printed Circuit Board) by the outer edges (like a prized phono record) and if you set it down, do so on a conductive surface (aluminum foil, or a sheet of anti-stat plastic, not Saran Wrap.)

All in all, the 850 requires very little from we humans along the lines of maintenance. However, there does come a time when things should be checked out. If your 850 is behaving in an unusual manner, perhaps this is the time to do a little physical examination. Here goes:

1: Turn off all devices connected to the 850, including the 850 itself. Remove all power & IO cables to the ports of the 850. Take it to your CLEAN & UNCLUTTERED work station.

2: Turn the 850 upside down, remove the four (4) screws from the bottom, turn the 850 upside right and lift off the TOP cover.

3: The PCB is not attached to the bottom case, rather it is held into place by the snug fitting covers. To remove the PCB from the base, separate the PCB from the base at the 13 pin port first, you may have to bend the bottom cover SLIGHTLY to let the PCB clear.

Covers are hard to come by so, do be careful.

4: OK. There is a metal shield covering several chips. To remove the shield bend the tabs upright and lift off the shields. Heed the warnings about static sensitivity above!!! There may be a sticker with numbers on it, this is for the factory should you ever need to have your 850 serviced professionally, so do not remove it from whatever it is attached.

5: CLEANING;

Use a mild dishwashing soap and water solution to clean the top and bottom covers. Rinse & dry completely prior to reassembly.

6: PLANAR INSPECTION;

The PCB should be flat. You should not see any signs of curving, twisting, or warping. If such exists, replace the PCB.

7: DISCOLORATION
INSPECTION;

You should not see any discoloration on the PCB. If the PCB is no longer green in one or more areas, or some of the parts on the PCB look broken, brown, or burned, then the PCB is defective and in need of extended repair. The discoloration is caused by overheating of a component.

8: THERMAL INSPECTION;
If you have reason to suspect overheating, power up and use the 850 (without the covers) and note if any of the components become hot to the touch. If so, send it out for service. If you have an exact replacement part, power down the 850 and replace the component. If the component continues to overheat then the power supply circuitry is out of specification.

9: POWER SUPPLY
INSPECTION;

You will need an 850 field service manual, or an electronics technician to diagnose the power supply conditions. Bring you 850 to someone familiar to the service procedures of the 850.

10: PCB SURFACE
INSPECTION;

Examine all surfaces of the 850. You are looking for extra bits and pieces of solder which may have splashed onto areas in which they don't belong. They

Continued on page 6

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Continued from page 4

can be removed using an X-acto knife and a ton of dexterity so as not to cut any of the adjacent lines or paths on the PCB. Slicing one of these lines will cause compounded problems in and of themselves.

11: CONNECTORS INSPECTION;

Take a look at each of the connector ports to the 850. If any of the pins are broken, bent or have the plating missing replace that connector with a like connector. Examine the spring connector at J108. Replace per the above.

12: REASSEMBLY;

Follow the reverse order of disassembly and the warnings of static charges.

13: CABLES;

After many insertions an IO cable may become defective due to corrosion, loss of plating, or metal fatigue. When any of these conditions are met the cable may fail intermittently rather than completely. Cables are a meticulous breed by nature. Make sure that the cables you use are free of corrosion, loss of plating, and do not have any bent/broken pins.

Discard any cable showing loss of plating. Periodically check your cables for their resistances with an Ohm meter.

Each conductor should not exceed 0.03 Ohms under premium conditions. Problems may not occur as long as the resistance values are below 1 or 2 Ohms for shorter cables. Some of the problems dealing with the 850 may be as a result of a loss of plating on the 13 pin IO connector of the computer itself, so don't fail to look there

for a couple of problem sources.

If you've made this far without any problems on your 850 then chances are you have a properly functioning device, and it may well serve you for the remainder of your days with the 8-bit world.

HELPFUL 8 BIT PROGRAMMING HINTS

By Al Lyerly Reprinted from Midlands
Atari Computer Club Newsletter

Have you ever been programming, and when you went to save your program to disk, found that you didn't have a formatted disk, or maybe the file you wanted to save your program was locked (*)? Have you ever wanted to change the name of a disk file, but did not want to lose your program by going to DOS? Have you ever had two files with the same name, or wanted to speed things up by eliminating the disk write verify? Well, you can do all these things as well as delete a file, lock a file, and others, without leaving BASIC - by using the XIO and POKE commands. These commands and their format are listed below:

XIO COMMANDS

EXECUTE IN BASIC DIRECT MODE

FORMAT:

XIO 254, #1,0,0, "D:"
(CAUTION: This will erase the disk)

UNLOCK:

XIO 36, #1,0,0, "DN:FILENAME.EXT"
XIO 36, #1,0,0, "DN:*.**"
(To unlock all files on drive "N")

LOCK:

XIO 35, #1,0,0, "DN:FILENAME.EXT"

XIO 35, #1,0,0, "DN:*.**"
(To lock all files on drive "N")

RENAME:

XIO 32, #1,0,0, "DN: OLDNAME.EXT,
NEWNAME.EXT"

DELETE:

XIO 33, #1,0,0, "DN:FILENAME.EXT"
XIO 33, #1,0,0, "DN:*.**"
(To delete all files on drive "N")

POKE COMMANDS

Execute in BASIC. Then, from DOS, write new DOS files to save changes.

Disk/write verify:

POKE 1913,80 (verify off)
POKE 1913,87 (verify on)

Number of drives:

POKE 1802,N - number of
drives available

1 drive N=1,
2 drives N=3 (default)
3 drives, N=7,
4 drives N=15

Special file names:

POKE 3818,33:POKE 3822,123
Modified DOS to accept file
names with punctuation,
numbers, and lower case as
valid. (Use with caution)

Duplication files:

POKE 3118,0 (default = 184)
Lets DOS operate on the first
file.

Keep this handy in case of
emergency. I keep mine under
my disk drives so I always
know where to find it for easy
reference.



STACK

ST ARIZONA COMPUTER KNOWLEDGE

DBASIC CONTROVERSIAL NEW BASIC FOR THE ST

by Steve Marshall

DBASIC (from DTACK Grounded Inc) is the latest of the BASICs now available for the Atari ST and is, according to the August issue of ST APPLICATIONS, "the most controversial product ever offered for the ST." Why is this fast, compiled BASIC causing such an uproar in the ST world? One reason may be DTACK Grounded's innovative (or insidious, depending on your point of view) approach to marketing its language. It is quite literally giving it away. The program disk is not copy-protected and buyers of the disk (from DTACK Grounded) are free to make as many copies as they have disk labels (also available from DTACK Grounded). NWPAC received a free copy of DBASIC along with 50 labels, and a letter authorizing the club to distribute DBASIC as we saw fit. (We decided to simply add DBASIC as an ST Library Disk. More on this later.)

So how does DTACK Grounded make anything from their efforts? They sell manuals!

\$40.00 will buy you the disk and a very attractive, bound manual describing in detail the many features and commands of this powerful BASIC. They're betting that by making DBASIC basically free, that it will become widely distributed, used and accepted as the "standard" ST BASIC. They've got some tough competition, most notably the strong following developing for GFA BASIC, but as yet, no one BASIC has really taken over. So, if DBASIC is going to take over the ST world, what's it got going for it? Well, here is another reason for the controversy. DBASIC is truly revolutionary in every sense of the word - for it literally "takes over" the ST, kicking

out TOS and GEM and installing its own revolutionary government (also called an Operating System).

Because it does this, it offers faster disk access, much faster math functions that perform the standard BYTE Sieve test 100 times faster than ST BASIC, and produce compiled code running at speeds rivaling that of C or Pascal.

DBASIC is an interactive, incremental compiled language, meaning that it compiles each line of code as you type it in. The main advantage here is that there is no separate, time-consuming compile procedure to produce an executable program. DBASIC offers excellent string handling functions including string arrays, and numerous other features like auto line numbering, auto-dimensioning of strings and arrays and much more. The 280 page manual is well written in an informal style as in: (from page 96)

"Not everybody is going to like DBASIC. Not everybody is going to like the way we sell DBASIC... That's OK. If life were a popularity contest, most corporate types - IBM for instance - would have to commit suicide." "Life is full of choices. You don't like redheads? Don't shoot every redhead you see; marry a blonde instead. You don't like DBASIC or its price tag or its policies? Don't shoot us; use ST BASIC instead."

DBASIC on an ST has the look and smell of an IBM.

DBASIC's main quality (maybe its only quality) is it is FAST! Not pretty, not particularly friendly, just plain fast.

While I find their manual refreshing (if a little reactionary) I must admit I have problems with DBASIC. The main reason is, because it has kicked out GEM, there is obviously no GEM support...no mouse, no windows, no drop-down menus, none of the neat user interfaces that attracted most of us to the ST. Instead, we

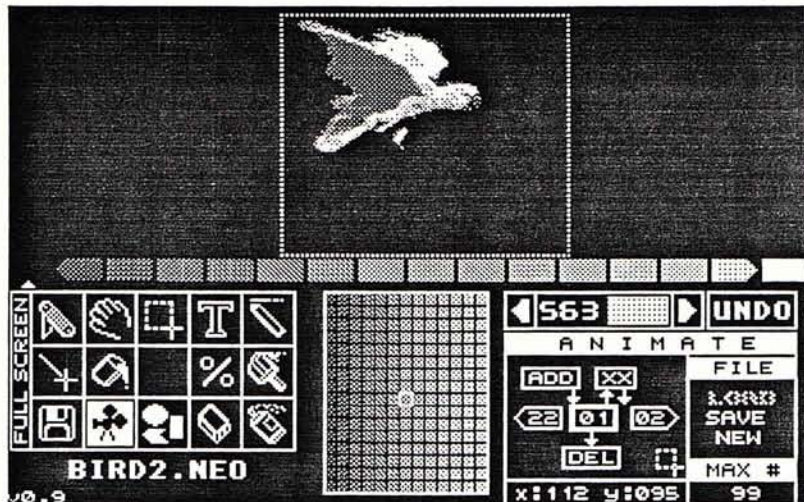
have a "stripped to the bones", PC-style 68000 machine that runs circles around other BASICs but looks pretty ugly doing it. While DTACK Grounded claims that DBASIC is the BASIC of the future, written to take advantage of the enormous RAM and high-speed micro-processors of today's computers, they seem to have taken a step backward in interfacing with the user. I may be wrong, but I happen to think that the vast majority of users LIKE the windows environment of the new generation of ST/MAC/Amiga style computers and have no intention of going back to the clumsy IBM/mainframe method of user interaction. DBASIC on an ST has the look and smell of an IBM.

I think every language has its strengths and its weaknesses. And I must admit that my experience with DBASIC consisted of about 6 hours of reading the manual and typing in some of the sample programs. DBASIC is probably a good choice for writing programs that require fast number-crunching or manipulating large amounts of data. But for the average programmer, I believe the lack of GEM support will prove to be its fatal flaw in its bid for domination. I just don't believe that speed is everything in a programming language.

For those interested in trying out DBASIC, the language disk is available from the club ST Disk Library (\$5). A limited supply of manuals are also available (\$40.00 including disk). One copy of the manual will also be available from our Publications Library at our next regular meeting. This manual may be borrowed for the period between meetings at no charge to members (first come, first served).

Fortunately, you can determine for yourself if DBASIC is destined to become the ST "standard" for a nominal investment of only \$5.00. (DBASIC will be demo'd at the September STACK meeting, Monday evening, September 14th, 7-8:30pm at Faith United Methodist Church.)

NEOCHROME ANIMATION



By David Lindsley

If you have Neochrome version 0.9 or 1.0, you may be surprised to know that animation is available within the program. Not just color cycling, but actual page flipping of up to 99 pictures. I got this tidbit from the July 1987 issue of FOCUS newsletter by John Hileman.

To access animation, click on the GRABBER icon. Then go to the word "GRABBER" that appears to the right and put the point of the arrow in the top left hole of the last "R". Press the right mouse button.

Now a new icon that looks like a movie camera will appear in the left group of icons. Amazed? You ain't seen nothing yet. Go to the drawing screen and create a small object to animate. Click on the movie camera and go to your object. Click and hold the left mouse button to put a rectangle around it (allow lots of room, since this will be where you will animate).

Now move the cursor to the right box and click on ADD. Go back to the object and click and HOLD the right mouse button (Grabber will appear). Use the Grabber to move the object slightly. You can use the X and Y coordinates shown at the bottom of the animation menu to guide you if you wish. Then go back to ADD and repeat as often as you like. Each ADD will result in another animation frame.

Finally, with the right mouse button, click on one of the arrows in the right box to begin animation (just like clicking on the Neochrome ramp lines). Left

mouse button clicks will speed it up, while right clicks will slow it down. Clicking on the opposite arrow with the right mouse button will stop the animation. Be careful not to speed up the animation too fast as you will lose the arrow cursor.

You can have color cycling and animation going at the same time for a really great effect. I drew a little rocket and had streams of fire coming out the rear which I color cycled with three shades of orange. Then I moved the whole thing with the animation feature.

Clicking on the small COPY BOX icon in the lower center of the animate menu will place the current animation frame into the cut buffer.

Unfortunately, you MUST have the workscreen covering up the bottom half of your picture in order for the animation to run. There is no way to see the entire picture AND run animation at the same time. Apparently this bug is what has kept this feature "secret" and undocumented.

Notice that the animation feature allows you to save and load in completed animation sequences. The filename has an "ANI" extension instead of "NEO".

If you have the famous public domain Neochrome parrot animation that flies across the screen, guess what? You can load in that parrot and animate it in Neochrome! There are twenty separate pictures that make up the flying motion.

I was able to get the

SLIDEANI.PRГ that animates the parrot to animate a new sequence that I created, by renaming my animation to "BIRD2.ANI" and replacing the one on the disk. If you do this, don't throw away the original "BIRD2.ANI", rename it to something like "BIRD2.ANX". Obviously, this is a klutzy way of getting your animation into a slide show, and you may not want your animated pictures to fly across the screen as the parrot does. So there isn't any real good way to view your picture in a slide show program. If the guy who wrote that SLIDEANI.PRГ would make his source code available then maybe I could remove the moving sequence and give the user the option of a file selector box to start the animation sequence.

If you don't dabble very often in Neochrome, you may be interested to know of other unique features that neither DEGAS nor DEGAS elite offer.

The Jackknife icon allows you to cut around irregular shapes (rather than a whole rectangle) to copy into the cut buffer. When moving an object, you have the option of moving it BEHIND the rest of the picture rather than on top. Also unique are on-screen X-Y coordinates, color fill while in magnify mode, and automatic centering of text.

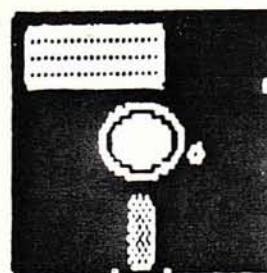
I personally feel that selecting a color from the palette is much easier than with DEGAS elite's confusing color palette. And, I like the way circles, rectangles, and lines are drawn "real-time" as opposed to the ghost outline method of DEGAS.

I admit, though, that I was rather disappointed that version 1.0 as the official "final" release is not actually finished. There is still one blank space left in the icon menu. The animation feature is of course unfinished. And when are they ever going to make the fill patterns that are already built into GEM available? Also, there are 92 kilobytes set aside as "reserved" in every Neochrome picture file. This is a lot of extra padding for SOMETHING. Lastly, the most limiting factor is that it only works in low resolution.

Maybe someday, Atari will finish Neochrome. Unfortunately, it will be long after GDOS, AMY, Blitter, etc., etc.

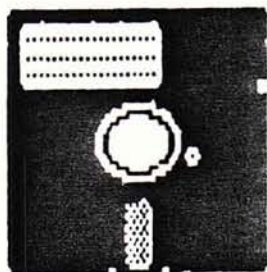


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4001 E. THOMAS



ARCHIVES

by Marvin Munford

Yet another month has gone by, and somehow it still seems like February. This month, I will be discussing disks 3 thru 6. These are all graphics related, various picture files and slide show programs for specific picture formats. But before I get into that, some updates.

In this issue, there is an updated condensed ST library listing. This will be updated in the November issue, if all goes to schedule). As announced at the August meeting, we have fallen victim to.... Inflation. Yes, there has been a new pricing structure put into effect. Now prices stands as follows: members- \$5.00 ea. non-members- \$10.00 (might as well pay the membership fee) However, a quantity discount has been put into effect... buy 3- get 1 free! (Think about the possibilities... buy 2 (\$10), spend an extra \$5, get two more...

This was done so that we would be able to access some additional material (much of it already being sold at \$5-\$10 per disk by other groups) without going in the red.

Also at the last meeting, the new Dbasic and some manuals were delivered to my hands. We have limited quantities available, so be sure to read Steve's review in this issue. Now on to the listing:

Disk 02.
Degas Picture Show I
Contents:
Utility Programs:
SHOWPIC.PRГ

- Displays Degas/Degas Elite picture files
NEOCON.TTP
- Converts Degas files to Neochrome format.
NEOCONV.PRГ
- Converts Neochrome picture files to Degas format.
KOALDEG.PRГ
- Converts 8 bit Koala format pictures to Degas format. Files must be ported to an ST first.

Picture Files:
COMET.PI2
COMMIE.PI1
COMODE.PI1
DRWHO.PI1
FONTS.PI1
K9.PI1
SGHOST.PI1
SUPRMAN.PI1
TROUBL.PI1

Disk 03.
Neochrome Picture Show I
Utility Program:
SLIDENEO.PRГ
- Displays Neochrome picture files
NEO.DOC
- Documentation file for Neochrome Picture Files:
AAFALL.NEO
AAINSECT.NEO
ATARI.NEO
CHROME.NEO
FRACTAL.NEO
GREATWAV.NEO
MAP431.NEO
ROBOTTV.NEO
SCICOVER.NEO

Disk 04.
Neochrome Picture Show II
Utility Programs:
SLIDENEO.PRГ
- Displays Neochrome picture files.
Picture Files:
ANGE1.NEO
BRUNE1.NEO
CHEVAL.NEO
DEC.NEO
HOUSE.NEO
JOCKEY.NEO
K9.NEO

ROCKETS.NEO
SPIRAL.NEO
TARDIS.NEO

Disk 05.
Neochrome Picture Show III
Utility Programs:
SLIDEANI.PRГ
- Animated slide show. This program displays a bird flying across each NEO file. You may have to adjust the colors of the pictures individually to compensate for the somewhat distorted bird on some frames. I will try to resolve this as soon as I can.
BIRD2.ANI
- Animation file for the flying bird.

Picture Files:
BIRD2.NEO
AAFLAG.NEO
AAREPORT.NEO
MONATW.NEO
RACECAR.NEO
SPACESH.NEO
VAC1.NEO

Disk 06.
Christmas Slide and Sound Demo
This disk contains a demo made with the MUSIC STUDIO from Activision. There are seven song and picture files. Each song plays through the monitor speaker AND a MIDI instrument (but a MIDI instrument is NOT required to run this demo.) Run the ALITE.PRГ file to start the demo. During the demo, as long as the disk drive light is not on, typing 'N' will skip to the next song and picture. Typing 'X' will exit to the desk top.

Well, enough of pictures for now. Next article, I will get to all kinds of utilities, ranging from desk accessories to telecommunications (with ram disks in between). So until next time, stay tuned.



DISK 01- MONOCHROME & MIDI DEMOS

Hi-rez graphics demos and music demos utilizing the Midi interface (requires midi equipped synthesizer)

DISK 02- DEGAS PICTURE SHOW I

9 DEGAS pictures w/SHOW PIC slide show plus Neochrome/DEGAS file converter

DISK 03- NEOCHROME PICTURE SHOW I

9 Neochrome picture files w/slide show plus Neochrome documentation

DISK 04- NEOCHROME PICTURE SHOW II

10 Neochrome picture files w/slide show program

DISK 05- NEOCHROME PICTURE SHOW III

7 Neochrome picture files w/slide show program

DISK 06- CHRISTMAS PICTURE & MUSIC DEMO

Picture & music demo created by Audio Light using Music Studio and N-Vision paint program

DISK 07- DESK ACCESSORIES/ RAMDISKS/ TELE-COMMUNICATIONS

16 desk accessories including digital & analog clocks, calendar, calculators, Breakout!, Snapshot and more. Plus 5 different ramdisks, PD version of ST-TALK

DISK 08- UTILITIES I

Label maker, disk copiers, memory test, file squeeze/unsqueeze, TINY TOOL sector editor, etc.

DISK 09- GAMES I

8 BASIC games including Backgammon, Mastermind, Civil War. Plus Breakout! desk accessory, Megariods, Target, Celestial & playable Joust demo

DISK 10- GRAPHICS DEMOS I

Lo & Med rez graphics demos including fantastic 3-D Demo, famous "Amiga Ball" demo, Marbles, plus Doodle & Neochrome paint program

DISK 11- SPINNING DOLL ANIMATION DEMO

Impressive animation demo, requires color monitor and 1 meg of RAM. Takes 4 1/2 minutes to load!

DISK 12- PROGEM/MICRO-EMACS

ProGem is a series of articles (1-11) by Tim Orren and is required reading for anyone interested in programming GEM. Micro-Emacs is a public domain text editor

DISK 13- SOFTWARE DEMOS

Working demos of three commercial software products: Expert Systems from Antic, HabaCheck home finance program & VIP Professional

DISK 14- DEGAS PICTURE SHOW II

10 DEGAS picture files with the emphasis on cartoon characters. Includes SHOWPIC slide show program

DISK 15- LANGUAGE DISK I: PERSONAL PASCAL/PD FORTH

Document, source and run-time example programs on OSS Personal Pascal plus small, undocumented public domain Forth language

DISK 16- LANGUAGE DISK II: XLISP

Complete public domain implementation of the XLISP programming language including documentation

DISK 17- TINY PICTURE DISK I

20 squeezed DEGAS & Neochrome pictures plus TINYVIEW slide show program

DISK 18- GAMES/GAME DEMOS

Includes Basic version of Cribbage plus Entrap, Ripcord, Capture the Dragon, Mastermind, Yatzee & spectacular Dungeonmaster game demo from FTL

DISK 19- UTILITIES II

Includes accessory loader, TINY squeeze program, disk copier, disk file librarian program, picture file converter and more

DISK 20- PROGEM/ADVENTURE WRITER

Articles 12-16 of Tim Orren's GEM programming guide plus text adventure writing system w/ documentation

DISK 21- VIP PROFESSIONAL DEMO

Comprehensive working demo of VIP Professional with help screens and complete tutorial

DISK 22- VIP PROFESSIONAL TEMPLATES

Spreadsheet templates for VIP Professional covering a multitude of financial situations

DISK 23- PRINTER DRIVERS

Printer drivers for 1st Word, ST Writer and DEGAS. Includes Epson, Panasonic, Prowriter, Okidata and a large number of color printers

DISK 24- EASY DRAW DEMO

Complete working demo (except Save or Print to disk) of excellent drawing program. Includes full documentation and examples. Try before you buy

DISK 25- LANGUAGE DISK III: FORTH-83

Complete public domain version of popular Forth programming language. Includes documentation

DISK 26- LANGUAGE DISK IV: FORTHMACS

powerful extended version of Forth-83 written to take advantage of the ST's capabilities

DISK 27- ARCHIVER/ST WRITER 1.5/CPM80

Archiver program including GEM shell, Inewest version of ST Writer and public domain CPM emulator

DISK 28- GAME/GAME DEMOS III

Pawn demo, playable chess demo, "talking typewriter" speech synthesizer and more

DISK 29- UTILITIES III

Spell checker, desk accessories, DEGAS fonts, reset-proof ram disk, disk directory lister and more

DISK 30- SHINY BUBBLES

Amazing animated graphics demo from Analog and the creators of "Fujiboink"

DISK 31- GRAPHIC DEMOS II

More great animated graphics demos including classic Fujiboink

DISK 32- ST BEGINNERS DISK

Special disk for new ST users including ramdisk, desk accessories and hints and tips

DISK 33- GAMES DISK IV

Including Star Trek, Cave Adventure, Blackjack, Clewso and more

DISK 34- UTILITIES IV

Featuring graphics file conversion and display utilities,

Eternal ram disk, Undelete, Atari 8-bit Emulator demo, etc

DISK 35- ATARI CPM EMULATOR DISK

Complete Atari release of CPM emulator with utilities and formatting program

DISK 36- 1ST WORD PRINTER DRIVERS

Over 30 dot matrix and daisy wheel printer drivers for 1st Word program including Canon Laser Printer, HP Think Jet Printer and Executron Teletype

DISK 37- GAMES V

Some good reasons to invest in GFA Basic are demonstrated on the programs on this disk. There is the computerized version of that Parker Brothers, Monopoly. There is also the GFA version of Yatzee, somewhat an improved version over the Disk #18 program.

DISK 38- GAMES VI (see important info below *)

More good reasons for GFA Basic. On this disk can be found Stoneage, a takeoff of the arcade game, Boulder Dash. To test your luck, you can try Cribbage. For you word fanatics, there is Version 2.0 of Wheel of Fortune game. Sorry, there is no Pat or Vanna supplied with this one, though.

DISK 39- EAMON ADVENTURE SYSTEM

Create your own adventures and characters. Or play one of the several adventures already supplied. Although originally from the Apple environment, the ST version is quite impressive.

DISK 40- UTILITIES V

Another popular category gets support in this disk. Some of the goodies found here include printer drivers for those 24 Pin printers, Turtle (ver 212), an interesting disk backup program, and HD Scan.

DISK 41- GRAPHICS DEMOS III

Before you go out and buy any more games, check this one out. After witnessing the Goldrunner demo, you will probably become another one of those arcade addicts I have seen around. Although an unplayable demo, it proves to be extremely intriguing. There is also a pd competitor to the now familiar Degas program (has some nice features!).

To demonstrate animation capability, there is an animated demo for you Max Headroom fans.

Coming:

Disk 42 (Utilities VI)

Disk 43 (Utilities VII)

Disk 44 (More GFA in use)

Disk 45 (ST Beginners II)

* Disk #38 has been updated!... If you have Disk #38 (which does NOT have the designation 'V2', bring your original disk in for exchange.

Note: ST Applications magazine disks now available to subscribers.

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WORD SEARCH!

BY DAVID LINDSLEY



SOFTWARE TITLES

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I B Z X O F C I T R A N A N R M
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N E R E O T M O E T H P A Y W M
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A T M H O U N O D E E O H H D E
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S T L C A J W E E O E N C I G I
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R A T P U N E I A H G N A H S D
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O B A E N L E E H O S U E P S C
K D R A A G O A G H R T A E C R
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Lock and Key for the ST



R-FLASHMAN [The Flash]

I was walking by Radio Shack today, and in I went. Under the alarm section, I saw they sell a round key lock like the ones used on an IBM AT. Since it is for an alarm, it has the contacts on one side, all ready for an electrical wire. Hmmm, I thought. I am always getting annoyed by people who play with my ST at a show or meeting when I am busy doing something else...

I bought it...

And I found space right over my joystick ports (520) on top of the RF shielding, and now I have a AT style lock and key on my ST! Looks very good, was dead cheap, and in the OFF position, you cannot turn on the ST!

Actually, so simple it is disgusting. (Lock cost \$9.99)

I haven't tried a 1040 yet, so not sure about location.

I found two locations on the 520: On top of the unit, to be back and left. Right over the cartridge port. Turn your 520 upside down and you will see how much space there is. I am hoping that the 1040 has the same space.

The other, which is the one I used, is right above the the second joystick port. (The one you DONT plug the mouse into). There is enough space, and it lies right above the RF

shielding, it is also NEXT to the power switch, so not much cable is needed.

The switch has two connectors on its end. I connected two wires to it, and the pened the RF Shielding up. You will notice that the power switch has three "legs" coming out of it. The one you want to get is the smallest one. (This is the one closest to the back of the ST) I cut it right where it meets the main board. (Now, THAT took guts!) Then I soldered one of my wires to it. I then connected the other wire to one of the wires that come up from the BOARD to that funny round magnet that is to the left of the power switch (and about an inch into the board). The wire that it gets wired to is the one closest to the mouse port. If you don't believe me, look UNDER the board and you will see that originally that wire was connected to the leg that we just cut off the power switch. You NOW have a switch to the power switch. Turn the key to OFF and the power switch becomes useless.

This WILL void your warranty. But it works like a beauty. We are now offering it as an option for our STs at the store! (Security Key).

CLASSIFIED ADS



FOR SALE:

I have a Gemini 10X printer for sale. Tip top shape. Works great. Also an Axiom IMP2 - not as versatile, but works perfectly. Jack Barnett 993-0609

FOR SALE:

300/1200 baud external modem. Hayes compatible. \$75.00. Tim Hunkler 899-6992

FOR SALE:

Comrex CR-220 AT printer in perfect condition. Has cable to plug directly to 8 bit computer. Bill Timmins 995-2031

SERVICE:

Attention Publishing Partner users. Laser print your documents for typeset quality results. \$1.00 per page. David Lindsley 265-7849

NEWS FLASH!!!

As this issue was being printed, it was learned that **Atari has just bought the FEDERATED GROUP** for \$67.3 Million - Full details in the October issue of *Nybbles & Bytes*.

MY FAVRIT TYPOS

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